MilATARI-LIMITED EDITION

Volume XII Issue 8 September 1993 The Newsletter of Choice for Milwaukee Area Atari Enthusiasts since 1981

Back to School
Back to basic computering
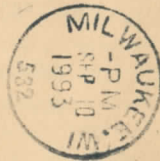
New, Giant SIGs
MultiTOS & AtariWorks
Be there!!!!

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Dave Glish

Two Extraordinary SIGs: David and Michelle Gross

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HiSoft C 2nd Installment : David Landskron

NEW P.D. FILE LISTINGS

This Month:

General Meeting
Saturday, Sept 25 - Noon
Greenfield Park Lutheran Church
1236 S. 115th St
October Meeting 16th - Noon.

Executive Board Meeting
(All members invited)
Sunday, Sept. 26 - 7:00 p.m.
Shakey's
96th & National Ave.

President announcement :

Greenfield Park Luthern Church not available Sept 18, so general meeting rescheduled for Sept 25.

Membership

MilAtari is open to all individuals and families interested in computing. Annual dues are $22 per membership and includes a one year subscription to the Limited Edition, access to the Publications Library, and allows purchases from all Public Domain Libraries and the Resale Shop.

Meetings

MilAtari Meetings are usually held on the third Saturday of each month at Greenfield Park Lutheran Church, 1236 S. 115th St. The doors open at noon. Members socialize during the initial hour while browsing through the libraries. Purchases can be made from the PD offerings and club and/or member sale merchandise. The current PD selections are demonstrated during the milling period, followed by the business meeting at 1:00 p.m. Special helps and classes available afterward.

MilAtari By-Laws

Section XII, Article 1

Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

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Elected Officers

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The Editor gladly accepts submissions by mail, on floppy disc, sent in ASCII (preferably) or any other standard word processing format using absolutely no formatting within the doc, as in tabbing, indenting, centering, bold, italics, etc. For information on placing ads, contact the Editor. Submissions may also be made through either MilAtari BBS in the "Newsletter" room or file sig.

All of this publication is produced on Atari Mega computers and printed on an SLM 804 using Ditek's CALAMUS. Newsletter office hours are variable. The Editor has an answering machine; and questions may also be answered by Dr. Armin Baier, or on MilAtari BBS in the Newsletter room.

259-9040

PRESIDENTIAL APOSTROPHE
by Dave Glish

THE STATE OF MILATARI

It is now September. Summer is over, school is back in session and the days are getting shorter. I'm looking forward to being able to work in my Computer room without having the fan running full blast to cool the room (maybe someday I'll call about getting central-air installed).

Fall is traditionally the time people start dusting off their computers and using them again. If you are one of these type of people, come to the September meeting to see what is new for the Atari. This month we'll demonstrate Atari Works, a full featured word processor, spreadsheet and database all built into one package. If you are a student, parent or just occasional letter writer come see this program. Atari Works functions in concert with Spedo GDOS, a smooth running font controller. Together, they make a powerful but easy to use writing tool.

In October, we hope to have the new Atari Falcon demo (courtesy of Cascio Music). I've seen this demo and it is very impressive. It takes up about 10 meg of memory on a hard drive. The color pictures are fantastic; the sound is phenomenal; and I loved listening to the narrator (this demo originally came from Australia). If you can't wait to see this demo, stop in at Cascio Music and talk to Bob Viviano. Cascio's also carries the Falcon and a full line of peripherals for this new machine.

We are still looking for volunteers to fill some recently vacated club positions. If you have an interest in Desktop Publishing, try the editor position. You don't have to be a professional publisher. There are a number of people in the club that could help get you started. We also need a new Special Interest Group Chairperson. You would be responsible for arranging demos and programs for the general meetings (hey if I can arrange demos for the September and October meetings, anyone can). If you're interested in either position, talk to me at the September meeting.

By now you may have heard that Atari decided not to support our participation at GENCON this year (and here I took three days of vacation to work at GENCON. I did almost get caught up on the new movies with the extra time). See Michelle's article for more information on the GENCON that wasn't. I would like to thank all the people who spent time planning for this event and those that volunteered to work the show.

.There is a growing sense of concern for the future of MilAtari. A number of people have

voiced their displeasure over the "politics going on" in our organization. I don't like some of the politics either and I've had to listen to a lot of it since becoming involved with the MilAtari Board of Directors. Some of it has been directed towards the betterment of the club, such as seeking non-profit status. some of the politics has been aimed at personal satisfaction, power or other reasons. I decided to dig out my good old Merriam-Webster Pocket Dictionary and looked up the definition of politics. Politics is defined as; 1) The art or science of government, of guiding or influencing governmental policy or of winning and holding control over a government. 2) Political affairs or business; especially; competition between groups or individuals for power and leadership. Those of us on the Board of Directors need to expend less energy on "holding control" and "competition for power" and put more energy into "policy and leadership". If you feel this way too, then I beg you to get involved. We as a club have a number of choices to make and now is the time to make them.

The club did receive some good news this summer. MilAtari has been given "Non-profit status". This is something that has been in the works for a long time. I'd like to specifically thank Ed Newman, who put in many hours on this project. This opens up a number of options for the club. We can now look into having our meetings at banks, libraries, etc. This could save the club some money.

Our meeting hall rental is the second largest monthly expense we incur. We could save over $400.00 by moving to a rent-free hall. We have some time to consider this since our current rent is paid up through the end of the year. I like Greenfield Park Lutheran Church does have a number of benefits. They allow us to store our meeting supplies from month to month and we can rent additional rooms when needed. We can also use the kitchen as a snackbar.

The Newsletter is our biggest monthly expense. We have drastically cut down our newsletter and mailing expenses over the last year. However these expenses do still run about $100.00 per month. If anyone knows a potential advertiser for the newsletter let us know. Our newsletter is an important function of our club. It allows you, the members, to learn what is going on with MilAtari and what is available from the PD library. And remember, we still need a new Newsletter Editor.

Our Public Domain software sales make up most of our remaining income. You would not believe the effort Dennis Wilson puts into collecting, testing, assembling and organizing these

ST Public Domain

Dennis Wilson

ST PUBLIC DOMAIN DISKS TO BE ADDED TO THE LIBRARY IN SEPT 1993

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of $1.75 per disk for Disks 1-300, which are single-sided, and $3.50 per disk for Disks 301 up, which are double-sided. All disks are available through mail order for an additional $.50 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd. Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful. The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 436 - UTILITY DISK

CANVS17A: Canvas V1.17A - Canvas is a complete graphics development package in a single program. It boasts multiple work screens, extensive modes and features including a 3D Editor and Viewer, an advanced Animation Studio, up to 4096 colours on-screen at once (on an STE - 512 on most STs), any resolutions, on-screen HotSpot zoom and much, much more!

MCL_RSVI: The Multi Label Collection consists of 4 individual labels brought together into one program. Each label has its own defaults file where print settings are held. These allow you to customise the output tabs to suit your own printer and the paper width or label size you are using. Basically, the programs are written to allow fast MULTIPLE printing of short pieces of information (6 or 7 lines), especially on to a sticky label. The STOCK label was written first. *ADDRESS* label was written after that, but as the author got into it, he saw that the same format had many uses and re-

T PD

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med it MULTI label. In HALF size print (two to each label) MULTI label can pro-
le small return address labels for use on envelopes etc. In FULL size, where you
gularly write to the same person or company, one can run off multiple copies for
e at mail time.

SA_IL_3: Magic Shadow Archiever V2.3 - A utility for archieving the con-
ts of a disk into a file. New to this version is that it can be run as an accessory
renaming the extension to **.ACC. PFM:** Personal Finance Manager - A check-
k and budget program. It appears to be able to do graphs from the data input.
doc with this one, other than a file outlining updates. A little experimentation
uld allow you to get up and running. The program uses the GEM interface with
pdown menus and seems to be intuitive.

SK 437 - UTILITY DISK

P2FAX: 1st Word Plus to Fax converter - A program for converting 1st Word
s text files into .IMG format, so that it may be used by Fax software on the Atari
The program works on Word Writer files too! The docs are in German, but ba-
operation of the program is simple. The program is a .TTP program. Simply
e the name of the file to be converted on the command line and press Return.
ke sure, of course, that the file to be converted is in the same directory.

ARCEL_D: A demo of the Marcel word processor. Marcel can load and save out
numerous formats, including various IBM word processor formats. The author
signed the program for writers, so screen display is not emphasized. All text au-
natically wraps around to be visible on the screen. In other words, What-you-
e-is-not what-you-get with this program. Rather a unique approach to word
ocessing in today's market.

TDCAT52: Stdcat V5.2 - A program that can be used to catalog disks and hard
sk partitions. It is a GEM window application using four (4) windows to display
rious parts of a catalog. A catalog is organized into sections with each section
ntaining a number of disks, disk contains paths (folders), and paths containing
es. Each section, disk, path and file can, optionally, have a comment associated
th it. Also included on this disk is Version 5.1. Version 5.0 introduced the current
window format, but was buggy. Version 5.1 fixed the bugs and added such fea-
res as increasing the maximum number of files to 999 and adding repeated
olling on window arrows and sliders. Version 5.2 added a 'group' field to each
e entry. Version 5.1 is included because 5.2 dos not seem to want to load in cata-
s written with version under 5.0. Version 5.1 will do this. Stdcat is the program
ed on the MilAtari Library Disk to catalog the disks in the MilAtari ST PD Li-
ry. SYQ_BACK: SyQuest Backup and Restore - An incremental backup and restore
stem for the ATARI ST/TT (and probably FALCON 030) Computers. It works in
L resolutions, but is best when used in ST/TT Medium or High. It's purpose is to
ck up your regular hard drive partitions to a Sysquest removable media car-

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tridge. (continued from previous page)

DISK 438 - DEMO DISK

CONN_196: CoNnect V1.96 DEMO - A demo of a terminal program for the
ATARI ST/STE/TT series, which will run under (nearly) any resolution and op-
erating system similar to the ATARI TOS. It allows a very good emulation of
VT52, VT100, VT102/ANSI and VT220 Terminals. You can use this emulations
on all serial and midi ports of your system and - if you want - even in paral-
lel. CoNnect was tested on lots of graphics hardware and it seems to run well
with all of them. Being in VT100, Vt102 or VT220 Mode, you can configure
CoNnect to allow TEK 4014 graphics emulation. In addition to its terminal fea-
tures you can use CoNnect under MiNT/MultiTOS to run shells and processes
in CoNnects windows.

TITEDEMO: TitEd Demo - A demo of a text editor that is offered as share-
ware. Most of the text editors the author has seen to date are slow, or, when
not so, make use of illegal calls and techniques that compromise their com-
patibility with newer machines in the ST line (TT, Falcon, etc), or with STs
equipped with custom video cards that boost their resolution. TitEd is writ-
ten in a totally "legal" manner, and is therefore absolutely independent of the
screen resolution. As a bonus, it is very fast.

DISK 439 - GAME DISK

ABOMB: Abombinaball - A fast paced and infuriating puzzle game. Each
level is made up of a series of tiles, which more often than not make up a
crude picture. Most of these tiles will disappear when you jump off of them,
although there are some special types of tile that do not. On some tiles there
are bombs, and the aim of each level is to defuse all the bombs by landing on
them. The only problem is you can only defuse a bomb while it is "counting
down", and only one bomb can count down at a time. In short, you have to
collect the bombs in the right order and before it's timer runs out. NEW_MAPS:
This folder contains 30 new maps for the game Empire. Featured are several
world-view maps.

OXYD_FAL: Inside your computer there is a secret world of slumbering bits
and bytes of which you may not have known until now. But now this world is
threatened and desperately needs your help! Overnight, life-giving Oxyds
have shut tight. Unaware of the danger, the world threatens to suffocate. Only
you can rescue this world by opening all the Oxyds. Every Landscape in this
world has a certain number of Oxyds which you must find and open with
your black marble. But watch out! Oxyds will only stay open and release
their oxygen if they are of the same pattern or color and are opened in order.
Not until all Oxyds are open can you proceed to the next landscape. This
game is played using the mouse. One megabyte of memory is required. This
disk contains the version of the game designed to run on the Falcon. Included

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s a program that will let it run on the TT.

DISK 440 - GAME DISK

SRCHME2: Search Me V2.1 - This puzzle generator creates word searches just ike the ones in the newspaper! You can use the dbWRITER dictionary (available on ll the major online systems), your own custom dictionary or your own list of words. You can save and load puzzles to disk, print them out, save them as DEGAS ictures or play them right on the ST! You will need a monochrome monitor.

STFBALLS: Balls, The Puzzle Game - The idea of this game is to guide one or nore balls around the top-view screen, picking up all of the orange pods, and then llowing just one of the balls to get to an exit. This must be made within a certain ime limit, and without touching the deadly spikes. UNSOCCER: Unsensible Soccer **V1.1** - An overhead, 3/4 view sports game. No documentation with this one, so you re on your own. Played with the mouse.

UNDERSTANDING CALLIGRAPHER'S PRINTING DIMENSIONS.

by John Eidsvong (Codehead Software)

o successfully print documents from Calligrapher, you must understand the way it ositions its output on the page. This is explained on page 70 of your manual, but ustomer's sometimes don't read the information there, or they may not unders- and it. The intent of this document is to explain the concept as clearly and simply s possible, as this is the problem most often encountered by new users.

There are three factors to be considered when composing documents in Calligra- her -- the actual page size, the physical page size, and the virtual page size. Once ou understand these factors, your printer's output will appear as you expect it to ppear.

Actual Page Size

The Actual Page Size is the size of the piece of paper upon which you will be print- ng. In the U.S. this is generally a letter size of 8 x 11 inches. Calligrapher does not now or care about this size.

Physical Page Size

The Physical Page Size is the maximum area of a page that Calligrapher can print upon. This is known as the "printable area" of your printer. It's where your printer can put ink. You may be able to find this size listed in your printer manual. If your rinter manual does not list this size, you can determine the size by using PRINT- GRID.CPK. You may find this Pak on disk 2 of your Calligrapher master disks. If it's not there, you will find it on GEnie's Atari ST Roundtable.

To use PRINTGRID.CPK, copy it into the folder which contains CAL.PRG. Then run Calligrapher and select "Print Grid..." from the pak menu. Choose "Print 10th inch Grid" from the menu and it will print a page containing a grid showing the printable area of your printer (output will be sent to the printer that's currently selected in your Print dialog box) You'll notice that there are darker lines at every inch, making it very easy to determine the Physical Page Size of your printer. To find it measure from the left and top, to the last complete line printed in each direction.

When You first install Calligrapher, it will contain a Physical Page Size of 8.0 by 10.5 because we've found these to be satisfactory settings for many printers. But you must use the correct settings for your printers if you want reliable results.

The Physical Page size of your printer must be entered into the "Set Paper Size..." dialog box in the File menu. Do not select "US Letter Size." Select "Other:" and enter the dimensions of your Physical Page Size into the "With:" and "Height:" fields. Click on "OK" (do not hit return) and the Paper Size will be saved when you exit from Calligrapher.

The Paper Size setting is a "global" setting. This means you can set it once and forget it. I will be used for all of your documents. Just remember to exit from Calligrapher to save the setting (don't turn off your computer without exiting Calligrapher).

Virtual Page Size

The Virtual Page Size is a rectangle containing all of the elements you wish to print on the current page. The Virtual Page Size is determined by two different things -- the largest right margin on the current page. and the "Page Length:" setting in the "Customize" dialog box.

The Virtual Page always begins at "0" on the left and extends to the right margin of the ruler. If you have more than one ruler, the largest right mar- gin will be used. You must make sure that the leftmost element on your page is a zero inches. Do not se the leftmost margin at one inch if you want a 1-inch margin! We'll explain the correct way to do this below. Note that different pages of the same document can have different Virtual widths, as determined by the ruler settings on each particular page.

You enter the Virtual Page length in the "Customize" dialog box. This set- ting is used throughout the current document and will determine where the dotted lines appear which separate the pages vertically. When you save your document, the Page length will be saved.

Do not use a Virtual Page width or height which exceeds the with or height of your Physical Page Size. The Virtual Page must fit

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within the Physical Page.

If your Virtual width exceeds your Physical width, you will get extremely unpredictable and undesirable results. If your Virtual length exceeds your Physical length, you will see a message stating, "Page size has been reduced to fit paper", and the "%Size" setting in your printer dialog box will be automatically adjusted. If this happens, you must manually reset %Size back to 100% to restore normal printing dimensions. Otherwise, the reduced setting will be saved when you exit Calligrapher!

How To Create A Document With 1-inch Margins On All Sides.

First, make sure that your Physical Page Size is set correctly as explained above.

Let's assume you will be printing to a US letter-size page, with an "Actual Page Size" of 8" x 11". If you want your document to have 1-inch margins on all sides, your Virtual Page Size must be 6" x 9" (2" smaller in each direction). Set the left margin to 0" and the right margin to 6". Then go to the "Customize" box and set the Page Length to 9.0". Notice the document that you're reading already contains these settings.

You can save paper and time by verifying that your output looks the way you want it to with the Preview function. Notice that the Preview dialog box and the Print dialog box both have the same options for Vertical and Horizontal alignment. We want this document to have 1-inch margins on all sides, so you should select "Centre" for both Vertical Align and Horizontal Align.

Select OK, and the Preview function will show your text within a dotted line which is centered within a white rectangle. Note that the white rectangle is your Physical Page, not your Actual Page. The dotted line is your Virtual Page.

Note: If the last page of your document does not fill an entire page, the text will not appear centered vertically because the white space extending the entirety of the Page Length will be included. If you want a partial page centered vertically, you'll have to use extra Returns at the top to push it down.

There is a DEMO program of Calligrapher in MilAtari PD Library.

GEN CON '93

I regret having to inform the membership that MilAtari Ltd. was not able to participate in this year's GEN CON. We all knew that one year the bottom would drop out, and this was the year. So what happened? As the (infamous) coordinator this year, I have been elected to report the news.

Although we had verbal assurances from our friends in Sunnyvale regarding our gaming area, the business at hand within Atari took priority at the last minute, and prevented our equipment wishes from being met. If you're keeping current with Atari Explorer On-line and national gaming magazines, you'll know that Atari is rolling out a hot new game machine, the Jaguar. Due to recent downsizing in Atari, there is much to do, with few people to meet deadlines and expectations. Those left are generally being asked to give their all in this time of need. This is a crucial time for Atari, and all their manpower is being invested in this project.

IMHO, Atari Corp., deserves respect and recognition for remaining afloat during these competitive times in the computer industry. I've heard and read the criticism that abounds among Atarians, but the powers that be must be doing something right to be in business, despite all odds that have been stacked against them since the beginning. Even though I am not happy that GEN CON was bypassed this year, I respect the decision, and I understand the priorities that must be set and maintained.

"What does this mean for MilAtari?" seems to be the question of the hour. In terms of GEN CON, I would hope that it does not mean the end. Our stable relationships with TSR and Atari Corp. remain intact. If there are people to organize it and work it, GEN CON '94 can be a reality; provided Atari Corp. is willing to support us with equipment.

In terms of the structure of MilAtari Ltd., some will say we are at a crossroads, that decisions must be made regarding our future, if there is to be one. I would hope that the loss of GEN CON would present us with a new challenge. It is often said that when one door closes, others open. I would challenge us all to devote the money, time, and energy normally spent on GEN CON to be redirected to the club proper. It is in the face of failure, that we find success.

Michelle

P.S. I would like to extend my apologies to anyone who I missed by telephone (Chuck and David, and ...) and caused a wasted trip downtown.

My Son's Prayer

Now I lay me down to rest
I hope to pass tomorrow's test
And if I die before I wake,
That's one that I don't have to take.

PREJIDENTIAL APOJTROPHE

by Dave Glish

(continued from page 4

disks. He has developed an extensive network of people who supply these programs. Next time you read the PD listing, remember that these disks are a real bargain, particularly when you consider the general lack of availability of Atari software.

We have been fortunate that our membership numbers have remained relatively stable. Our numbers have decreased slightly over the last two years. We have lost some old-time members and have gained some new members. At our present level, memberships don't quite fund both the Newsletter and the Hall rent.

There are a number of expenses most of you probably don't realize exist. There is a monthly fee for our BBS phone line and additional charges for networking. We maintain a Post Office box in the clubs name. We have unforeseen costs, such as equipment repairs, office supplies and floppy disk purchases. We can no longer count on our GENCON income to supplement these expenses.

Why have I been spending so much time talking about our clubs finances? We need to re-examine our club's priorities. I want our club to survive and even prosper. A suggestion has been made again about exploring the idea of becoming a Multi-platform users group.

LCACE (Lake County Atari Computer Enthusiasts) has recently made this move. People have complained that our club has become stagnant. We need your input if we are to explore new possibilities. If you are interested in this or other issues, come to the September meeting. We can discuss these issues then. If the Board of Directors doesn't get your input we will have to make all the decisions on our own. Any final decisions will be made at the board meetings (this is where policy and decisions are supposed to be made). Also remember, any member can attend a Board meeting. I hope to see you there.

Dave

Words of Wisdom

MilAtari is many members, still it is only one club. We have much individual savvy and knowledge which we should give and share with each other. This cohesive force will make our organization strong and popular. Be a volunteer in the various functions of the group; the rewards and compensations are great.

Armin

ST Supplemental P.D. Disks

by: Bill Janutka

DISKS S094-S095 PICTURES (DS)

This month we have two disks of GIF format pictures of various cartoon charactors. The viewer (VIEWGIF1.PRG) can be found on disk S094 as well as many of the other previous picture disks. The pictures can be viewed in color or mono. They work very nicely with low resolution. Some are larger than the screen but they can be scrolled.

Disk S094 Cartoons 1; 27 pictures. (Viewer)

Disk S095 Cartoons 2; 35 pictures.

MIDI MUJIC DEMONJTRATION

Sunday October 10, 1993 1:00 PM The MAST meeting

Red Carpet BOWLERO 11737 W Burleigh Wauwatosa, Wisconsin

All Atari enthusiasts welcome

Rom Braun is inviting all members of MilAtari and other

computer clubs who are interested in MIDI systems to attend.

The person doing the demo has a really great MIDI system.

(1989)
By Morris
C. Miller

ADVERTIZING RATEJ FOR MILATARI NEWJLETTER:

Advertizing for members of MilAtari is free. Ads must be renewed montly. Commercial rates with page-ready copy are as follows

	Once	SixMonths	Year
Full Page	$15.00	$80.00	$150.00
Half Page	10.00	55.00	100.00
Quarter Page	5.00	25.00	55.00

Contact the Editor of the MilAtari Newsletter or any of the officers for details and arrangements. This newsletter is distributed to over one hundred and twenty (120) one our mailing list.

HiSoft C Interpreter Part II

Windows, Dialog Boxes, and Menus..

by David Landskron

I reviewed Hi Soft C Version 2.01 Copyright 1989, which has a second tutorial on utilizing the GEM desktop in your program applications. Utilizing GEM will make your applications look professional.

The first explanation in the GEM tutorial is a simple window without slider bars, and without close or expand boxes. An example of this is the Atari info window in the standard desktop. All I had to do was read a few function descriptions, type in my custom version, select run, and there it is: a custom help window providing information to assist users of the desktop. The tutorial did explain the use of the sliders and the window size function later in this section.

Next the tutorial discussed a dialog box with buttons to select alternate options. An example was given so I wrote a custom version and ran it. The dialog box appeared on the screen, I selected an option and it performed as expected. I tried the other option buttons and they gave the desired results. Wow! a custom dialog box: learned and written in less than an hour. The text followed with descriptions of GEM desktop functions to give colored text and boxes. In addition a function was explained where the user can be given a 'fill in the blank' text string. The common example of this is the Install Application dialog box located under the Options menu in the standard desktop.

The third topic explained was Menus. The basic functions described to display a menu on the screen were brief. I typed in their example, selected run, and in an instant there was a new set of custom menus on the screen. Being skeptical I tried to pull down a menu option. It displayed the set of options as expected. The next section explained how to display the selected option check on the item, and how to grey over items that were not currently enabled.

Last the tutorial discussed events, and managing events in the GEM desktop. There are four possible events: menu, window, keyboard, and mouse. Each has different parameters and the data provided by each has to be directed to the proper variables in your program to achieve the desired results. The example of this was long so Michtron gave it to us on disk. It basically sets up an entire custom GEM system. I analyzed the program with it extensive comments; and could see how the basic functions came together to build a functioning graphics environment desktop. Fathom this! with HiSoft C you could probably rewrite the desktop to suit individual needs. Very impressive!

The manual also contains a overview of using Hi Soft C, a chapter of 460 library functions, and six useful appendixes. In the appendixes are: answers to text exercises with extensive explanations, a HiSoft C language reference for syntax, error code explanations, a section on porting programs to a compiler, a bibliography, and info on technical support. The HiSoft C library contains: Unix, Ansi, GemDOS, GemAES, and GemVDI functions. Imagine! you could write your own UNIX-TOS or a CAD (Computer Aided Design) application. "The World is at Your Command !" (computer world that is).

HiSoft C Interpreter is an excellent programming system with no observed bugs. The second tutorial on programming GEM windows, menus, and dialog boxes is also excellent. I highly recommend HiSoft C to anyone interested in getting familiar with the C language. Available from Oregon Research for $99.95 (on special $59.00 thru July).

Sharpen your computing,
come to the SIGS
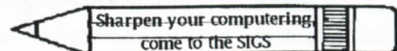
David

MILATARI LTD. BULLETIN BOARD

Your official source of club news and information

Want to see YOUR name in PRINT? Add your NAME to this list of phone VOLUNTEERS TO ANSWER COMPUTER PROBLEMS

The following MilAtari members have offered to answer your computer questions and problems. Often the best procedure and method is to put the questions on the MilAtari Bulletin Board. (414-476-9229). If you have no access to the BBS or the trouble shooter is unavailable on the BBS, these volunteers have offered to try to answer you question by phone. Please be courteous & make your calls before 10pm, unless otherwise arranged:

Chuck Dahms	(414)-257-3040	Atari Games, and Puzzles of all kinds.
Lee Musial	(414)-462-7557	WordWriter, ST Writer, DataManager ST.
Andy Learner	(414)-255-9971	DTP software and Hardware Problems for Atari and MacIntosh Computers
Carl Verbanac	(414) 453-3940	MilAtari BBS, and help finding PD disks
Dennis Wilson	(414) 546-0282	PD Disks problems and general Atari and PC knowledge.
Dave Glish	(414) 784-9053	with GEnie, and many software programs
Armin Baier	(414) 774-1673	WordWriter, DataManager ST, SwiftCalc
Michelle Gross	(414) 628-4435	DTP with PageStream or Calamus
Dave Landskron	(414) 111-1111	Basic Lang.- GEM& GIF Pics & Viewers

MilAtari would like to add YOU to this list of Volunteers who would be available to answer questions regarding hardware and software problems.

Date of General meeting changed.

The date of the September general of MilAtari has been changed to September 25, 1993 at the Greenfield Park Luthern Church. The church found it was not able to accommodate our club on the usual date (the third Saturday of the month). This change in the general meeting date is only for September. We plan to have at least two (2) SIGs plus the demonstrations of the PD disk and Games. Hope to see you all there for the education and fun. The MilAtari Board meeting remains unchanged; Sunday September 26, 1993, at Shakey's Pizza. All are welcomed to participate.

Armin